

OWASIPPE LEADERS' MANUAL 2015

Camp Robert Crown

High Adventure Base



Contact Information

Pathway to Adventure Council

The Pathway to Adventure Council Camping Department is located at the Pathway to Adventure Council Office, and can handle any questions concerning reservations and payments.

PTAC Camping Department
1218 West Adams
Chicago, IL 60607

Or, you may contact the Director of Boy Scout Camping, Aaron Vikemyr, by phone or e-mail at:

PTAC Camping Dept. Phone 708-315-6707
PTAC Camping Dept. Fax 312-421-4725
E-mail Aaron.Vikemyr@Scouting.org

Visit the Pathway to Adventure Council online at:
www.pathwaytoadventure.org

Owasippe

All Scouts like to receive mail while at Owasippe! Please inform your Scouts and their parents of your Troop's summer address:

Your Scout's Name, Troop Number
Name of Section Camp (e.g., Blackhawk, Wolverine, and Reneker)
Site Number
Owasippe Scout Reservation
9900 Russell Road
Twin Lake, MI 49457

When mailing packages and letters, please allow enough time for delivery to camp. We cannot guarantee the return of letters or packages that arrive after the scout or leader has left camp.

In the event of an emergency during the camping season, you may call or fax information to the following numbers. Please be prepared to give the Name, Troop Number, and Section Camp of the person you are trying to contact.

Owasippe Phone 231-894-4061
Owasippe Fax line 231-893-6531

****Remember, Owasippe time is one hour LATER than Chicago time.**

Letter from the Reservation Director

Dear Owasippe Leader:

The Owasippe Scout Reservation is now well into the second century of providing character building experiences for youth. If you consider the hundreds of thousands of boys who have had an Owasippe camping experience and think about what those boys accomplished as they grew up, you will know that the influence of this camp on America and the Chicagoland area has been enormous.

What helped shape the young men who have come through this camp was made possible by the teamwork of the camp staff and the unit leaders who, working together, made the Owasippe experience happen and be so important to so many.

This year, just like the previous 103, we will provide an outstanding camping experience to our youth by working together as a team. We, as a staff, know that we are here to support you and the program that your unit is providing to the youth of today. As such, we have taken a few new tacts in an effort to become better at what we do.

- We have increased the number of leader meetings and expanded them geographically to try and accommodate more of the units that will be attending camp.
- We have moved up our hiring schedule to try and get quality staff members under contract so that we don't lose them to other summer employers.
- Our staff is undergoing off-season training so that we can make our presentations and interactions with the scouts second to none.
- We have some exciting new programs to offer this year that should be especially attractive to older scouts and help your older scout retention.
- We have a new program to challenge you, *the adult leader*, to have fun with YOUR Owasippe experience and be recognized for it. (What a concept!)
- We also have another, brand new, unique to Owasippe, activity designed for older scouts. It is our new STEM outpost. Scouts who want to try some real scientific investigation will use a variety of skills, abilities and tools to do actual scientific investigation. Scouts will be using an underwater robot and performing multiple observations, collection and analysis functions all of which will result in a scientific report to the Michigan Department of Natural Resources. This will truly be science and engineering in action.
- Additionally, with the aid of the Camping Committee's Program Sub-Committee and the Properties Committee we are try to develop even more exciting things for our camp to keep it vibrant and to keep challenging your scouts for 2016 and beyond.

This leader's manual is designed to help you and your scouts prepare for and administer a stellar summer camp experience. This manual is packed full of information to answer your questions and help prepare for the camp experience. I am very excited about what we have going on at America's oldest Boy Scout Camp, and I look forward to working together with all of you this summer.

Yours in Scouting

Ray Gawne

Reservation Director, Owasippe Scout Reservation

The Remarkable Vigil of Chief Owasippe

There are many legends regarding the lands, rivers, and lakes of this area, but none more interesting than the legend surrounding the man whose name we have adopted for our camp.

Owasippe was the great chief of the Potawatomie Indians who occupied this land in the early part of the 19th century. Legend compares his great wisdom with that of Solomon's. The village over which the chief presided was on the flat at the foot of a hill near the Bishe-Gain-Dang (beautiful river in the Potawatomie language). The French trappers of the time knew the river as River Blanc. Today, we call it the White River.

The Bishe-Gain-Dang furnished the tribe with fresh water and a safe landing for their canoes. Both fishing and hunting were good and the wooded hills that surrounded them kept out the cold winter winds. They were also comparatively safe from attacks by hostile bands in the area.

Owasippe married late in life and when he became the father of two sons, he was overjoyed. As his sons grew, he taught them to find their way through the forest with the stars and the sun to guide them. He taught them to recognize the animals and the birds, the useful trees and plants, so that they might enjoy the full abundance around them.

Finally, the boys reached the age when they must prove their ability to become braves in the tribe. To earn this right, they had to undertake a great journey. They were required to spend several moons living in strange countries, surviving on what food they could find. If they could pass these tests with honor and courage, the tribe would officially recognize them as braves.

The boys loaded their canoes and set out. They followed the White River into White Lake and into the dangerous waters of Lake Michigan. They followed the shoreline south for many days and then turned north again until they came to a place called "Cheekahgaw," which means "place of wild onions." Today, we know that place as Chicago. To gain protection from hostile bands, the white men had built Fort Dearborn at the mouth of the river.

The sons of Owasippe stopped by Fort Dearborn and expressed friendly greeting in the name of their father. Here at Fort Dearborn, they remained for many days, making friends and trading with the settlers. Eventually, they knew it was time for them to return. Once again they set out on the perilous journey back to their beautiful valley.

When they failed to return after a reasonable length of time, Chief Owasippe became anxious. Every day, he would climb to the top of a high hill and sit for hours beneath a great pine tree, scanning the long marsh and watching for their reappearance on one of the many streams that wound through the tall grass. But they did not appear nor could he learn news of their whereabouts. They might have drowned in the treacherous river or met enemies who tortured and killed them. Whatever happened, the two boys were never seen again.

There he sat day after day. Several weeks passed, but he refused to leave. His fellow tribesman and closest advisors brought him food until finally he refused to eat. Eventually, Owasippe succumbed to uncertainty and disappointment. His people found him dead beneath the great pine. Owasippe's people buried him in a sitting position on the spot where he died and covered his grave with a huge mound, as was worthy of a chief of his status.

In the early 1890's, three boys were following a trail near the mouth of Silver Creek when they noticed something that resembled the end of a canoe protruding from the bank. Hurrying back to town, they notified the village Marshall, who returned with the boys bringing men and shovels.

They unearthed two dugouts, each containing the skeleton of a teenage Indian. They also found the metal parts of a flintlock rifle, bits of decayed blankets, a copper kettle, and a silver ornament.

It was apparent from the evidence that these youth were the missing sons of Owasippe. The two boys had apparently pulled their canoes up along the high bank for the night, and the river, constantly cutting into the earth, had caused the bluff to cave in, burying them where they slept. The spot was less than a mile from where Owasippe had sat watching.

When the remains of Owasippe's sons were found, the great pine by which Owasippe sat was still standing. By 1911, when Scouts began camping on these grounds, only a rotten log remained. Now, even that has disappeared. The mounds have been settled beyond recognition and the incredible legend of Chief Owasippe would have been lost except for the marker placed near his grave by the Boy Scouts of the Pathway to Adventure Council.

Many Indian names have sacred meanings, and efforts have been made to learn the correct meaning of the Chief's name, but the Potawatomie language, being strictly oral, makes the matter difficult. Experts believe the name to be derived from the word "Awassisibi," meaning "one who looks beyond the river."

The courage and nobility displayed by the sons of Owasippe on their journey speak to the Scout virtues of Friendliness and Bravery, and their knowledge of the wilderness and ability to survive by their skills echoes the training of today's modern Scout laws.

It is said that the spirits of Chief Owasippe and his two sons still walk the trails of the Reservation and join with the many Scouts who visit us each year. On quiet nights, when all is still, those Spirits have been known to answer when called.

The Owasippe Scout Camps

The Scout camps at Owasippe provide opportunities for Scouts and Leaders to match their outdoor skills and program needs with the section camp that best fulfills their purposes.

Camp Blackhawk

Situated on the shores of Big Blue Lake, Camp Blackhawk offers opportunities for lake swimming and boating. Scouts eat in a spacious dining hall amid pine walls and under high-beamed ceilings. Scouts enjoy the fellowship of Scouting at each meal through songs, skits, and special programs.

Camp Wolverine

Beautiful Lake Wolverine is the setting for rugged Camp Wolverine. Troops eat “family-style” in their sites from unique hot packs, delivered three times daily. Scouts launch rowboats and canoes from the Lake Wolverine docks and swim in an Olympic-sized pool.

High Adventure and Outposts

Owasippe provides a robust High Adventure and Outpost program for our campers. These programs are spread out across the reservation and include sailing and water sports, COPE and climbing, and horsemanship and golf. These programs really bring out the excitement of Owasippe Scout Reservation.

Reneker Family Camp

Since 1964, Camp Reneker has offered exceptional outdoor programs for Scouting families. Morning programs are offered for children ages 4-18, as well as Adult program, which give campers the opportunity to craft, swim, hike, and have fun at their own pace, led by Reneker’s friendly and energetic staff.

Reneker accommodations include one cabin per family with sleeping arrangements for 4-5 people. Many programs are included in attendance cost, and programs are offered morning, afternoon, and evening. Family campers are also invited to participate in Owasippe High Adventure activities.

Fee Schedule and Refund Policy

Summer Camp Fees

Scout Fees:	\$280
Adult Leader Fees:	\$165

Reserve a Site for Summer Camp

\$100 Site Deposit is due at application. The deposit is non-refundable after December 15th; the deposit will be applied to the balance of your troop fees. Please note that a \$100 deposit is due per site and per week. Units staying in two sites for two weeks would owe a \$400 deposit.

February Payment

All units must submit a payment of \$30 for each youth and adult attending camp by March 15th.

May Payment

Final payment must be submitted by May 31st. This payment should include any camp cash certificates or campership credits.

Late Fees

Payments received after May 31st will incur a \$40 late fee per Scout. Late fees will be assessed at unit settlement at the end of the week. If you need an extension, you must call the camping department prior to May 31st. Late fees will NOT be waived after the fact. New Scouts pay regular fee.

New Scouts

Scouts who join the troop after January 1st of the year they attend camp are not subject to late fees.

Payment

Payments should be in the form of a check payable to Boy Scouts of America. They can be mailed to the council office at 1218 West Adams St. Chicago IL, 60607.

Camperships

The Pathway to Adventure Council is committed to providing opportunities for all Pathway to Adventure Council Scouts to attend camp at Owasppe. Any youth interested in applying for a campership may do so. Please consult the campership letter and application in the appendix for more information.

Camperships will be awarded by a volunteer committee and the Troop Scoutmaster will be notified of any campership awards. It is important to note that the campership deadline is May 1st and the approval committee will do its best to turn around the applications in a timely manner. That said, late applications may not be reviewed in time to make the May payment deadline.

Waiting for campership results will not be accepted as a reason for late payment and a late fee will be charged. In these instances, send in payment less the amount of campership requests. After the camperships are awarded, you can pay any balance after the deadline.

Units are strongly encouraged to bring copies of the campership letters with to the troop settlement at the end of the week. For more information, consult the Arrival and Departure section of the manual.

Camp Cash

The popcorn sale is a great opportunity for Scouts to earn money to go to camp. One of the more popular incentive programs is Camp Cash. Camp cash certificates must be submitted along with the final payment at the end of May. We strongly suggest that you retain copies of these certificates and bring them along to troop settlement at the end of the week. See the Arrival and Departure section for more information on troop settlement.

Camp Cards

The camp card program is another option Scouts have to earn money to go to camp. These cards contain coupons for local products and services. Scouts can a percentage of the value of each card they sell.

Refunds

Deposits are non-refundable at anytime. Any Scout whose fees are paid who does not attend camp may receive a refund less \$50 administrative fee to cover cost incurred for the program. If a camper leaves camp for medical reasons after arriving, a pro-rated refund (less administrative expenses) based on days at camp can be requested in writing. All refund requests must be made before November 1st.

Pre-Camp Checklist

- ☐ February 1st: Submit Registration form and campsite deposit of \$100 per site/week (if attending multiple weeks), to Pathway to Adventure Council, B.S.A., 1218 W. Adams, Chicago, IL 60607, Attention: Camping Department
- ☐ Late February/Early March: Attend Leader's Meeting (Information will be posted on Council Website, www.pathwaytoadventure.org)
- ☐ March 15th: Scouts and Leader's deposits paid to Pathway to Adventure Council Office.
- ☐ April 1th: Submit Scout's Campership forms to your Council.
- ☐ Late April: Begin online program sign-up. Consult Program Section for more information.
- ☐ May 1st: Parents aware of all plans including camp address and the possibility of boys not being permitted to attend camp if they do not have a current health form at check-in.
- ☐ May 1st: Plan troop and Scout program for the week. Consult Program Section for more information.
- ☐ May 31st: Submit Final Payments to Council office.
- ☐ June 1st: Provide Scouts with personal equipment list.
- ☐ June 1st: BSA Annual Health & Medical Record form completed **for each Scout and adult** attending camp. Physicals must be signed by a physician. Retain a copy for your troop's records. Be prepared to submit copies at check-in. Copies will **NOT** be returned.
- ☐ June 1st: Transportation, Tour Plan, and Insurance verified and arranged.
- ☐ 2 Weeks prior to your camping week: Online program sign-up closes.
- ☐ 2 Weeks: Submit Equipment Planner to Council office at least two weeks prior to camp. (see Appendix)

EQUIPMENT / FACILITIES

Equipment available in each campsite:

Picnic tables	KYBO (Latrine)	Bulletin Board
Drinking Water		

Equipment available for troops at no charge:

2-person wall tents (9'6" x 7'6")	Canvas Cots
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NOTE: Troop supplied tents **MUST** meet the minimum standard of 30 square feet of floor space per camper, 7x9 tent would suit 2 people. Personal tents **MUST** be marked “**NO FLAMES IN TENTS**” directly on the tent or with a sign permanently attached to the tent to meet National Standards. This includes screen tents.

Coolers and Ice:

Troops that will be storing food in camp should plan to bring coolers that can be kept secure in their campsite. A limited amount of ice is available for purchase from the Trading Post.

Suggested Equipment the Provided by the Troop:

Troop first aid kit	Troop Flag	Lockable box for medications
Binders twine	Patrol Flags	Rope for lashing and roping off ax yard
Lantern	Materials for campfire skits and songs	Tarps
U.S. Flag	Axes & Saws	Unit merit badge pamphlets

Suggested Equipment for Camp Scoutmasters:

Alarm Clock	Thumb tacks and plastic cover for bulletin board	Radio for weather reports
Advancement Records	Scoutmaster's Handbook	Unit checkbook
Unit Medical Log	Scout Handbook	Footlocker and lock (For securing valuables)

Don't forget to bring the home addresses and telephone numbers of all Scouts, including parents' work and cell phone number and vacation address and phone number if they will be away from home during the camp period.

Camp Services

Administration Center

The Administration Center is located at 9900 Russell Road and is the centerpiece of the Ad Center complex. Ad Center houses offices for the Reservation Director, Associate Reservation Director, Business Manager, and the High Adventure Director. The hours of operation are Sunday from 12 p.m. until 9 p.m., from 9 a.m. until 9 p.m. Monday through Friday, and Saturday from 9 a.m. until 5 p.m. There are also a number of services provided to campers located there.

Telephone and Fax

An outside telephone line and fax machine is available. These are for business use and should only be used in case of an emergency.

Internet Service

Wireless internet service is available during open hours in the Ad Center complex. Seating is available in the Snack Bar area.

E. Urner Goodman Scout Museum

Owasippe offers one of the most unique experiences for Scouts and visitors in America. A converted Early American Township Hall with a one-room schoolhouse holds a truly remarkable collection of Scouting history and memorabilia from Owasippe's over 100 years of operation. Please stop by and view the history of Scouting at the E. Urner Goodman Scout Museum, located at the Administration Center complex. Units camping at Owasippe are encouraged to leave a piece of their history by donating a Unit photograph with a roster of campers to our yearly photo album. E. Urner Goodman, the founder of the Order of the Arrow, was the Owasippe Reservation Director and Chicago Council Scout Executive in the 1920s. Units interested in visiting the museum can schedule a time with the Administrative Assistant in the Ad Center.

Health Lodge

The Owasippe Health Lodge, located behind (just southwest of) the Administration Center, is staffed with personnel who meet BSA and State of Michigan qualifications 24 hours a day. The health lodge personnel are tasked with providing basic emergency medical service as well as monitoring and maintaining the health, safety, and well-being of the campers and staff. Sick call begins each morning at 9 a.m. for non-emergency medical evaluation and treatment.

Maintenance Center

The Owasippe maintenance center is located in the Ad Center complex. This facility is the center of the maintenance operation and is run by the Camp Ranger and his staff. This area, however, is off limits to campers. Any maintenance needs you have should be communicated to your Commissioner or Camp Director.

Food Preparation Center

The food preparation center, affectionately known as Food Prep, is located in the Ad Center complex near the museum and trading post building. All meals are prepared in this commercial kitchen facility by our food service staff. For more information on food service, consult the food service section of this manual.

Owasippe Trail System

The Owasippe trail system remains the camp's oldest program resource, dating back to Owasippe's origin in 1911. In fact, many of these routes predate Owasippe as Native American passages, pioneer trails, or lumberjack roads. These trails traverse the Reservation for miles, cutting through some of the most scenic and historic locations of Muskegon County and the Manistee National Forest.

The Blue Trail is a circular trail that skirts the boundaries of Owasippe. It has a greater level of difficulty and is suited to older Scouts and experienced hikers. Its inspiring scenery and natural wonder compliment the challenge of this wilderness route that takes hikers through the marl beds, one of the wonders of Owasippe.

The Orange Trail is a circular trail that follows the edge of Lake Wolverine, traveling through camps Carlen, Crown, and Wolverine. While Lake Wolverine is a man-made reservoir; the lake has become an integral part of Owasippe's ecosystem, and many species of plants and animals can be seen by hiking this trail. Common wildlife sightings include turtles, fish, snakes, porcupines, Great Blue Heron, swans, and ducks. For the best chance to see wildlife and great lighting for photography, this trail is best visited early in the morning.

The Red Trail begins at Camp Blackhawk and traverses west past Pickerel Pond, through Paradise Valley and on to Owasippe's Grave. The trail then goes south past Pierre's Bayou to the Administration Center, past the Tar Pits and ends at the south end of Lake Wolverine, at the Orange Trail.

The White Trails connect other trails together or lead to points of interest.

Owasippe's trails are marked with colored fleur-de-lis embossed with the word "Owasippe." A trail map and maps of Owasippe are available from your Commissioner.

Scouts and Leaders who hike every trail at Owasippe may wear the "I Hiked 'Em All" patch, available in the Trading Post. Also available for purchase in the Trading Post are segment patches for hiking each individual trail and large OSR trail maps.

Arrival and Departure

Check-in Times

Troops journeying to Owasippe by private vehicles should plan to arrive at Noon or shortly after, when Ad Center check-in takes place. Troops should plan to arrive between noon and 3 p.m. Troops arriving to Owasippe after 3 p.m. may not have enough time on Sunday to complete sub-camp specific check-in procedures such as swim checks, meal orientations, etc. Owasippe is approximately 210 miles from Chicago, and the trip takes about 4.5 hours. Owasippe is on Eastern Daylight Time. For directions, see the map in the appendix.

Ad Center Check-In Procedures

Upon your arrival at Owasippe, go directly to the Ad Center Complex and park in the lot. Then proceed to the Snack Bar area for Check-in.

Station One: Business Staff

This will be your first stop. You will need to have all your pre-camp paperwork handy, which includes the following:

1. Three (3) copies of your unit roster
2. A completed Michigan Youth Protection form for each adult at camp
3. Proof of completion of youth protection training in the last two years for each adult in camp
4. An approved Tour Plan
5. A copy of the council accident insurance policy for non-Pathway to Adventure Council units
6. Turn in Background Check forms for adults (21 and over) who have not completed the process previously

Station Two: Food Service

After completing the business staff step, proceed to the food service table. Here, you will be able to discuss any food issues or concerns with our food service staff, as well as provide the meal counts for Sunday and Monday.

Station Three: Adult Programs and the Order of the Arrow

This is an optional station set aside for units that want to sign up for adult programs or OA programs. These include all of the adult leader trainings such as youth protection training and introduction to outdoor leader skills, as well as the OA induction and Brotherhood ceremonies. These programs are described in Program section of this manual.

Station Four: High Adventure

This stop is highly important for any troop that has signed up for High Adventure and Outpost programs at camp. The first step will be to visit the High Adventure director who will review your online sign-up choices and let you know what your program selections were. You will then have the opportunity to change your selections and sign up for any available spots with the different program area directors seated in the High Adventure section.

As you go through the process, you will be issued the necessary receipts for each program time. The purpose of these receipts is described in the High Adventure and Outpost Programs portion of the Programs section of this manual.

Section Camp Check-In Procedures: Camp Blackhawk

After completing the Ad Center check-in process you will need to head to your section camp. Follow these steps for section camp check-in.

Main Gate

When you arrive to the main gate, a staff member will verify that your troop has checked in at the Ad Center and then will give you directions to your campsite.

Campsite

Once you arrive to your campsite you may begin unloading your equipment and preparing for medical rechecks and swim checks, a guide will arrive shortly to assist you in the check-in process. Please notify your guide of any equipment issues.

When all of the Scouts are ready, have them assemble for a brief campsite orientation. Your guide will inform your Scouts on several topics:

- Pertinent equipment and facilities in your campsite
- How to respond in case of emergency
- Restricted areas
- Dress code and the buddy system
- “Shoes-Off” time
- Wristbands Policy

Handicraft Pavilion

When you're troop is initially settled and prepared for swim checks, you're guide will escort you to the handicraft pavilion to complete the check-in process. You will need to bring with your check-in card from the Ad Center, two copies of the unit roster, and your medical forms.

Medical Recheck

After the orientations, you will begin the medical recheck process. Consult the medical policies and procedures section of this manual for more information.

Dining Hall Orientation

Following the Medical Recheck, your guide will bring your troop to the Dining Hall for orientation. This will inform your Scouts on how the dining hall works, including waiter responsibilities, rules, session times, and any other basic information.

Swim check

Following the Dining Hall orientation, proceed to the waterfront for swim checks. Scouts and Leaders should be prepared to get in the water. Basic aquatics rules will be discussed as well as the administration of the Swim Test. A completed health form and medical recheck is required to participate in a Swim Test.

Wrap Up

Upon completion of swim checks you will receive the wristbands for your unit from your staff guide. Following this you may return to your campsite and continue setting up until dinner. Consult the daily schedule for dinner and Leaders' meeting information. If you have any questions or need help, please do not hesitate to consult your Commissioner or site guide.

Early Arrivals: Camp Blackhawk

There is a \$80 Early Arrival Fee for arriving on Saturday.

Troops should plan to arrive between 1 p.m. and 5 p.m. at their section camp with a separate Saturday Roster listing everyone who will be in camp. The Troop will then check in at the section camp office.

Scouts must remain in the campsite until Sunday check-in unless accompanied by an adult leader. Equipment shall not be removed from another campsite without the Camp Director's approval. The cost of any damages caused will be shared by all early arriving troops in that section camp.

Unit Leaders are responsible for their Scouts as well as providing their Troop with meals until Sunday dinner. There will be only minimal staff support.

Troop Settlements

At the end of a unit's stay at camp, the unit leaders will need to complete a financial settlement in the section camp with the reservation Business Manager. Unit settlements will occur on Friday morning (Camp Blackhawk) and Friday afternoon (Camp Wolverine). Units are asked to sign up for a time slot with their Commissioners early in the week.

Financial settlement will include payments for additional scouts (including late fees if they apply) and leaders, outpost fees, guest meals, and any other charges incurred for camp services during the week. Leaders should bring any receipts or credits they have to the settlement. This can include any camp cash certificates, campership letters, discount certificates, and any other payment correspondence. Units will be able to reserve their campsite for next year at this time. Units who have an outstanding balance will not be allowed to reserve a site until that balance is paid.

Section Camp Check-Out Procedures: Camp Blackhawk

Pre Check-Out

This process normally begins at 7 a.m. on Saturday, but your Commissioner will schedule a time with you to start. During the first part of check-out the site staff member will inspect any equipment for damages, including camp tents and cots. Please do not take down or move any camp equipment.

Check-Out

After breakfast, your Commissioner or a designated staff member will complete the check-out process with you. This will include a site cleanliness check. Make sure that any and all trash is picked up prior to this time. Finally he or she will collect any paperwork, including your leader evaluation. When this portion is complete you will be free to go.

Stay-over Unit Process: Camp Blackhawk

If your unit will be staying for two weeks, you will need to provide a weekend-specific roster to be turned in to your Commissioner Saturday morning before noon. In addition, there are special instructions for stay-over units.

Meals

Your Commissioner will collect your weekend meal counts on Thursday, including a lunch and dinner on Saturday and a brunch on Sunday. Meals can be collected in hot packs from the Dining Hall.

Campsite and Equipment

If you will not be moving campsites, you do not need to take down but a staff member will come to inspect your equipment. If you are moving sites, please follow that part of the check-out procedures. Some spare equipment in your campsite may have to be moved during Saturday morning. Your help in this is appreciated. Please do not take equipment set in other sites as they are there for units who will be arriving on Sunday.

Supervision

Camp will be minimally staffed during the weekend and you will need to provide adequate supervision for your Scouts. Scouts will not be allowed to wander around the camp without adult supervision. The rules of camp are still in effect.

Emergency

In case of emergency, the camp office will be open and the camp radio will be available. Instructions on what to do and who to contact in an emergency will be clearly displayed in the office. There will be section camp and reservation staff available if needed, including the health officers.

Camp Policies (Listed Alphabetically)

Alcohol - Drugs - Smoking

- The consumption, possession and/or use of alcohol, illegal drugs, or controlled substances while participating in the Scouting program and/or on Scouting Property is not permitted.
- Violations of all local, state, and federal laws will be reported.
- Violators will be asked to leave Owasippe property.
- Adult Leaders are asked to refrain from smoking when in proximity of Scouts.

Background Check

Michigan law requires that each adult twenty one (21) years of age or older undergo a check against their home state's child abuse and neglect registry. The camp must have proof that this check has been completed and that they are not found to have been deemed a perpetrator of child abuse or neglect. Forms for Illinois, Indiana, Michigan, and Ohio as well as instructions can be found on the council website. Instructions and a copy of the Illinois form can be found in the appendix of this manual. Contact the camping department for adults who reside in other states.

Bicycles in Camp

Scouts and leaders are not encouraged to use bicycles in camp. If bicycles are used, a helmet must be worn at all times. Bicycles are not permitted on hiking trails and are limited to camp roads and two tracks. Violations will result in a loss of bicycling privileges.

Boats in Camp

Privately owned boats are NOT permitted in any Section Camp.

Buddy System

- The buddy system is in effect all over Owasippe.
- Scouts must travel with a buddy wherever they go.
- Leaders should devise a check-out/check-in system so they can account for Scouts at all times.
- Campers should hike on marked Owasippe trails.
- Hitchhiking or hiking along public roads is not allowed.

Camper Security

Staff Name Tags

Camp staff and camp volunteers are issued an Owasippe nametag and staff wristband that is to be worn at all times while on the property. Food service staff has a special uniform that identifies them.

Wristbands

Each registered camper (youth and adult) is issued a wristband upon arrival at Owasisippe. This wristband signifies that the wearer belongs in camp. Replacement wristbands can be collected from the camp office. Visitors are issued a special wristband upon check-in at the Ad Center.

Proper Identification

Anyone not showing a proper identification may be stopped and questioned by a staff member or camper. Visitors should be directed and if necessary, escorted to the Ad Center. Trespassers will be escorted off the property.

Troop and Campsite Security

It is our suggestion and recommendation that troops utilize a "troop bank" that is both locked and kept in a locked troop trailer. Both scouts and leaders should refrain from keeping large amounts of cash in their tent during the week. We also suggest that Sunday, during the period of check-in to the end of the opening campfire, as well as Friday, from the start to end of the closing campfire, that one adult stay in the campsite at all times. This provides an added presence and layer of protection for any and all valuables that may be in the campsite.

Camper Discipline (Michigan State Law- Rule 113)

Rule 113 of "Rules for Licensing Children's Camps in the State of Michigan" reads:

"A camper shall not be deprived of food or sleep, be placed alone without staff supervision, observation, and interaction, or be subjected to ridicule, threat, corporal punishment, excessive physical exercise, or excessive restraints, either by staff Leaders or by another camper."

It is expected that all Scouts and Leaders camping at Owasisippe Scout Reservation will live up to the principles and values of the Scout Oath and Law. So that all unit leadership and their Scouts may more clearly understand their rights and what course of action will be taken if their rights are violated, the following information should be shared before arriving at camp:

1. The Scout Oath and Law are the only rules in camp. The unit leadership is responsible for enforcing these rules and disciplining those Scouts that break them.
2. In the case of inter-troop conflicts or problems, the unit leadership of the individual Scouts involved is responsible for disciplining each of the individual Scouts.
3. The camp administration (beginning with the Camp Director of any section camp involved) is available and prepared to assist in establishing communication in the event of inter-troop problems.
4. If the camp administration believes further disciplinary action is required of the unit leadership, they will request it. If the requested disciplinary action is not taken, the district executive or Scout executive will be contacted.
5. The camp administration encourages unit leadership to send any Scout home immediately that steals, vandalizes, or intentionally places another Scout in danger of harm. The administration

reserves the right to take that action themselves if necessary, including sending the entire troop home within 24 hours.

6. Bullying, hazing, “midnight raids”, tent ditching, or other such activities are not allowed at any time at Owasippe Scout Reservation. Such activities place Scouts at risk of injury and may cause larger issues as a result of seemingly small rituals getting out of control.
7. A curfew of 10:00 p.m. will be strictly enforced for all Scouts. Scouts are required to be in their campsites by 10:00 p.m. Any Scout who must leave a campsite after 10:00 p.m. must be accompanied by an adult unit leader or camp staff member. Always maintain youth protection standards. Refer to #8 for exceptions.
8. Scouts may attend a scheduled camp activity past 10:00 p.m. if they have their leader’s permission and they use the buddy system. Activities could include star hikes, outposts, Order of the Arrow ceremonies, and other camp-wide activities.

Check-in/Check-out Policy

All campers must properly check in and check out of camp. A log is maintained in the Section camp office at all times and is always available. Youth protection standards must be maintained during trips off camp property. Visitors should consult the visitor entry of this policies section.

Child Abuse (Michigan State Law—Rule 115)

It is mandatory that any staff or volunteer report to his Director any actual or suspected case of child abuse or neglect immediately. The Camp Director shall immediately contact the Reservation Director, who, if after the investigation finds abuse or neglect, shall within 24 hours phone an oral report to the Department of Social Services and file a written report within 72 hours. This is the responsibility of all staff members and Leaders.

Early Release of Scout

Scouts who need to leave camp prior to normal departure time must have a filled out early release form signed by a parent or guardian. This process must take place in the camp office. This form can be found in the appendix.

Firearms, Ammunition, Fireworks, Bows & Arrows

- No firearms, ammunition, fireworks or bow and arrow of any kind may be kept in the possession of any camper or Unit Leader.
- Camp insurance does not allow the use of personal weapons (including paintball guns) or ammunition on Council property. There are no exceptions to this rule.

Fire, Liquids, & Propane Fuels

- Fire may be built only at designated areas and under proper supervision.
- Liquid or propane fuels should be used only under adult supervision.

- Replacement propane cylinders and cans of liquid fuel MUST be stored under lock and key at your campsite or in the camp flammable liquids storage box.
- National policy prohibits the use of open flames in tents, which includes mosquito coils, catalytic heaters, gas lanterns, stoves, candles, and smoking materials.
- All tents (camp owned or private) must be stenciled with or display a sign proclaiming “NO FLAMES IN TENTS”
- Fires built in camp must not exceed 4 feet in flame height. Special permission can be given for a larger fire from the Camp Director. The camp management reserves the right to demand a fire be reduced or put out if it is, in their opinion, a hazard.
- The troop is required to maintain a fireguard and keep up-to-date a fireguard chart prominently posted in the campsite.

Float Plans

Campers who are interested in checking out canoes or rowboats to be used outside of the boating areas on Big Blue Lake or Lake Wolverine must submit a float plan. For activities on Lake Wolverine, the float plan must be submitted to the Wolverine Aquatics Director. For activities on Big Blue Lake, the float plan must be submitted to the Blackhawk Aquatics Director. Float plans must be submitted 24 hours prior to trip departure. All standards, including qualified supervision must be adhered to. The Aquatics Director has the right to deny a float plan.

Harassment Prevention and Bullying Policy

Policy

It is the policy of the Pathway to Adventure Council to maintain a Scouting environment based on respect and courtesy. This policy is in effect at all times at Owasippe Scout Reservation.

Pathway to Adventure Council does not tolerate harassment of any kind of our youth members, adult volunteers, employees, members of the public, or suppliers. Any form of harassment that violates federal, state or local law is a violation of this policy and will be treated as a disciplinary matter. This includes but is not limited to harassment related to an individual's race, religion, creed, color, sex, gender, sexual orientation, national origin, ancestry, citizenship status, uniformed service member status, marital status, pregnancy, age, medical condition, physical or emotional disability, or status with regard to public assistance.

For these purposes, the term “harassment and bullying” includes slurs and any other offensive remarks, jokes, and other verbal, graphic, or physical conduct that denigrates or shows hostility or aversion to an individual because of any of these characteristics, and that has the purpose or effect of creating an intimidating, hostile or offensive environment, or of unreasonably interfering with an individual's Scouting participation. One type of harassment prohibited by this policy is sexual harassment, which includes unwelcome advances, requests for sexual favors, or other offensive verbal, visual, or physical conduct.

Complaint Procedure

If you believe you have been harassed, or you become aware of an incident of the harassment of someone else which affects Scouting in any way, you are responsible for reporting the incident immediately to the Camp Director, Reservation Director, or Scout Executive. An accusation of harassment will be investigated quickly and firmly, and in connection with legal counsel or other investigator if appropriate. A substantiated violation of this policy will result in disciplinary action up to and including withdrawal of BSA membership. Reporting harassment will not result in any form of retaliation.

As Scouting volunteers, we know the Scout Oath and Law should be the only rules we need to live by. Your help in ensuring a positive Scouting environment for everyone is appreciated.

Swim Checks

Prior to participating in any aquatic activity, each camper must complete a swim check and be issued a buddy tag. For details, please consult the Swim Classification Procedures section of this manual.

Totin' Chip

- The Totin' Chip is a license for Scouts to carry an ax or knife. All Scouts must have a Totin' Chip card before they may carry an ax or knife at Owasispe.
- The Totin' Chip and the right to tote may be taken away if the Woodsman's Code is violated.

Two-Deep Leadership

- Two Leaders are required with each Troop at Owasispe.
- Troops with more than 20 boys will need one additional Leader for each multiple of 10 boys after 20.
- The camp Scoutmaster must be at least 21 years of age.
- The second Leader must be 18 years of age.
- All people 18 years of age and older are considered adults in camp.
- All Leaders must be registered members of the Boy Scouts of America and must submit a State of Michigan youth protection form before being approved for camping at Owasispe.
- Leaders and Scouts may not stay in the same tent unless it is a parent/child situation.
- Leaders are responsible for the supervision of their troop at all times.

Youth Protection Policy

The youth protection policy of the Boy Scouts of America as described in the Guide to Safe Scouting is in effect at Owasispe Scout Reservation. All Campers and Staff are required to adhere to these policies and help enforce them. Violators of the youth protection policy will be asked to leave, and the Scout Executive of the unit's council will be informed of the violation.

Youth Protection Training

It is the policy of the Pathway to Adventure Council that all adults who serve in any capacity with the Unit while at camp will be trained in the Youth Protection policies and procedures of the BSA. All Leaders eighteen years of age and older must show a signed training card, valid certificate of completion, or a signed copy of a BSA training report upon arrival at camp. Leaders are strongly encouraged to complete such training in their Councils or online, but the training is offered at the Ad Center Snack Bar. Consult the "Programs for Adults" section for more information.

Vehicles and Parking

- All vehicles must be registered at check-in using the **vehicles in camp sheet** found in the appendix.
- All drivers of vehicles on camp property must be 18 years of age or older, have no moving violations during the past two years, and possess a valid driver's license.
- All campers and staff will wear safety belts while riding in a vehicle on camp property.
- All riders must remain seated and refrain from distracting the driver.
- All loading and unloading of campers and gear must be done OFF the roadway. Campers are to remain orderly and enter and leave the vehicle in single file.
- No one is allowed to ride in the back of ANY truck.
- The speed limit on all camp roads is **10 miles per hour**.
- Parking is limited to designated parking lots. Vehicles are not permitted to remain in campsites.
- Special parking permits for campers with special needs are issued by the camp director.
- Repeated or flagrant violation of these policies will result in denial of driving privileges or expulsion from camp.

Visitor Policy

Parents and other visitors are welcome at Owasippe. A visitor is defined as someone who stays for less than 36 hours at camp. Visitors who stay beyond that point are considered campers or volunteer staff and must comply with any and all standards that would apply.

All visitors must check in at the Ad Center. They will need to fill out the visitors' log, which includes name and contact information as well as vehicle information. After this is complete, a wristband will be issued. Visitors who arrive after hours need to check in at the health lodge.

Visitors must get unit leader approval to stay in a campsite and may not be unsupervised with youth at any time they are at camp. Visitors may make arrangements with the Ad Center to stay in a cabin if needed. Hotel rooms are also commonly available in town.

Annual Health and Medical Record Policy

Policy on Use of the Annual Health and Medical Record

In order to provide better care for its members and to assist them in better understanding their own physical capabilities, the Boy Scouts of America recommends that everyone who participates in a Scouting event have an annual medical evaluation by a certified and licensed health-care provider—a physician (MD or DO), nurse practitioner, or physician assistant. Providing your medical information on this four-part form will help ensure you meet the minimum standards for participation in various activities. Note that unit leaders must always protect the privacy of unit participants by protecting their medical information.

Parts A and B are to be completed at least annually by participants in all Scouting events. This health history, parental/guardian informed consent and hold harmless/release agreement, and talent release statement is to be completed by the participant and parents/guardians.

Part C is the physical exam that is required for participants in any event that exceeds 72 consecutive hours, for all high-adventure base participants, or when the nature of the activity is strenuous and demanding. Service projects or work weekends may fit this description. Part C is to be completed and signed by a certified and licensed health-care provider—physician (MD or DO), nurse practitioner, or physician assistant. It is important to note that the height/weight limits must be strictly adhered to when the event will take the unit more than 30 minutes away from an emergency vehicle, accessible roadway, or when the program requires it, such as backpacking trips, high-adventure activities, and conservation projects in remote areas.

The annual health and medical record is a national BSA form. A copy of this form is in the appendix and can be downloaded from the council website: www.chicagobsa.org.

Medical Record Retention Policy

The State of Michigan requires that the camp retain a copy of the Annual Health and Medical Record for up to three years after attending camp. As such, campers should plan on submitting a **copy** of their health form during medical rechecks. Owasippe will keep the copy submitted at check-in. Medical forms will be kept in locked storage.

Medical Recheck Policy

The State of Michigan requires that every camper undergo a medical screening within the first 24 hours of arriving at camp. This is part of the unit check-in process in the section camp. Campers who arrive late must report to the camp office upon arrival at camp for their medical screening.

Medication Policy

The administration of prescription medication is the responsibility of the individual prescribed the medication and/or that individual's parent or guardian. A leader, after obtaining all the necessary information, can agree to accept the responsibility of making sure a youth takes the necessary medication at the appropriate time, but the BSA does not mandate or necessarily encourage the leader to do so.

Medication Record

The unit is required to turn in a list of all medication in camp. This includes prescription and over-the-counter medication. Use the medication form located in the appendix.

Medication Storage

Medication should be stored in a secure place. Each unit is required to provide secure storage for all medication. The camp office is available if the unit does not have adequate storage, or requires refrigerated storage. Camp staff will not administer medication to Scouts or leaders.

Swim Classification Procedures

The swim classification of individuals participating in a Boy Scouts of America activity is a key element in both Safe Swim Defense and Safety Afloat. The swim classification tests should be renewed annually, preferably at the beginning of each outdoor season. Traditionally, the swim classification test has only been conducted at a long-term summer camp. However, there is no requirement that this be the only place the test is conducted. All persons participating in BSA aquatics are classified according to their swimming ability. The classification tests and test procedures have been developed and structured to demonstrate a skill level consistent with the circumstances in which the individual will be in the water. The Swimmer's Test demonstrates the minimum level of swimming ability for recreational and instructional activity in a confined body of water with a maximum 12-foot depth, and with shallow water footing or a pool or pier edge always within 25 feet of the swimmer.

Swimmer's Test:

Jump feet first into water over the head in depth, level off, and begin swimming. Swim 75 yards in a strong manner using one or more of the following strokes: side stroke, breast stroke, or crawl; then swim 25 yards using an easy resting back stroke. The 100 yards must be swum continuously and include at least one sharp turn. After completing the swim, rest by floating for about one minute.

Beginners Test:

Jump feet first into water over the head in depth, level off, swim 25 feet on the surface, stop, turn sharply, resume swimming as before, and return to starting place.

Administration of Swim Classification Test

Option A (at unit level with council-approved aquatics test administrators)

The swim classification test done at a unit level should be conducted by one of the following council approved test administrators: Aquatics Instructor: BSA, Aquatics Supervisor: BSA, Lifeguard: BSA, Red Cross Lifeguard, Red Cross Lifeguard Instructor, or Red Cross Water Safety Instructor. When the unit goes to a summer camp, each individual will be issued a buddy tag under the direction of the Camp Aquatics Director for use at camp. The Pathway to Adventure Council requires that swim classification tests be conducted within the current calendar year prior to the unit's arrival at camp. The signed form must be presented upon arrival in camp. A copy of this form can be found in the Appendix.

Option B (at camp)

The swim classification test is done during the first day of camp.

Special Note

When swim tests are conducted away from or at camp, the Aquatics Director shall reserve the authority to review or retest individuals or entire troops to ensure that standards have been maintained.

Emergency Procedures

All campers must be completely familiar with Owasippe Emergency Procedures.

- Copies of the Emergency Procedures are posted in each camp office, program area, and campsite bulletin board.
- In the event that the section camp alarm (bell or horn) is sounded, ALL CAMPERS (adults and youth) must immediately report to the designated camp area. Your check in guide will identify the alarm in your section camp.
- An emergency drill will be conducted within 24 hours of each Troop's arrival at Owasippe. The alarm will sound and all campers will report to the designated area as if there were an actual emergency.
- Please note that there may be more updated versions of the emergency procedures at camp. Please consult your camp bulletin board and Commissioner for the most updated procedures.

Accident or Illness

- Administer first aid within your capabilities.
- Notify the section camp office before going to the Health Lodge. Let the staff know why you are going, and have them call the Health Lodge and notify them that you are coming in.
- If accident or illness is severe, send runners to notify the camp office. Do not move the victim. Give the location and nature of the problem to the staff, and they will call for Health and Safety personnel to respond to you.
- In the event that a camper must be transported to a medical facility, an adult leader MUST accompany the camper to the hospital. Youth protection standards must be maintained.

Evacuation

- Section camp alarm is sounded. All persons should report to the designated area immediately.
- Staff will be assigned to assist and direct campers to safety.
- If there is time, leaders should bring any prescription medications that may be stored in their site with them when evacuating.

Fire in Camp

- If you discover a wild fire or structure fire, report it to the camp office or nearest staff member immediately. DO NOT attempt to fight the fire!
- Section camp alarm will be sounded. All persons should report to the designated area immediately. In the event that the designated area cannot be reached without crossing the fire zone, go to the nearest program area and locate a staff member to assist you.
- Once at the designated area, adult leaders should account for all Troop members and report any missing campers to the Camp Director.
- Adult leaders should stand ready to assist staff in dropping tents and removing any fuel cylinders from their campsites, if requested to do so.

Lost Person

- If you need to report a lost person, notify the section camp office or nearest staff member immediately. Be prepared to give pertinent information such as name, site, troop, last known location, and any possible destination.
- A preliminary search will be conducted by staff members.
- If the preliminary search does not locate the subject, the section camp alarm will be sounded. All campers should report to the designated area for a head count.
- If the missing person does not report for head count, a full search will be implemented.

Lost Swimmer

- If you must report a lost swimmer, notify the Aquatic Area Director immediately. Give the missing swimmer's name, unit, and site number, if known.
- Aquatic and Reservation Staff will begin search procedures.
- Section camp alarm will be sounded. All campers should report to the designated area for a head count.

Power Outages

- In the event that power is off, causing the inter-camp telephones to be inoperable, the Camp Director will assign two drivers to be on standby to transport any sick Scout in a safe manner to the Health Lodge or to transport any messages if the need arises.
- The Camp Director will assign one driver to report the power outage to the Ad Center.
- Ad Center will send a messenger to all camps with emergency information.
- Back-up power sources will be initiated and an emergency telephone will be used.

Severe Weather

- All aquatic areas, C.O.P.E., climbing, and the horse ranch will close when thunder or lightning occurs, no matter how distant.
- Troops should store all loose items and tighten tie-downs for possible high winds.
- Move away from streams (flooding) and lone trees (lightning hazard).
- As severe weather approaches, the section camp alarm may be sounded. If this occurs, report to the designated area immediately. Troops may be instructed to move to places of safety by staff members.
- If a warning is issued, outdoor emergency sirens will be activated. Take immediate shelter. Move into the interior portion of a solid structure if possible. If caught out in the open, lay down flat and cover your head.

Food Service

Owasippe provides a quality food service for all campers and staff throughout the summer. The food service staff are committed to providing meals that both meet the dietary needs of active Scouts and a flavor that they deserve. Food is served in a variety of venues across the reservation including the dining hall at Blackhawk, in campsites at Wolverine, and at the Food Prep building at Ad Center.

Daily Food Counts and Guest Meals

In an attempt to make sure units are getting the proper amount of meals, a food count will be taken daily by the Commissioner. This food count sheet accounts for any dietary requests, food transfers, special requests, and guest meals. Guest meals are counted as meals that exceed the amount of paid participants. All guest meals will be charged as part of the unit settlement at the end of the week.

Dietary Requests

The food service staff is committed to accommodating campers with special dietary needs. As part of the main menu, we provide a vegetarian option for each meal. In addition, provisions for gluten free meals, and other allergy needs are available. It is important that this information is communicated to the camp prior to or upon arrival at camp. Pre-Camp planner form has a section set aside for food needs. Please include the name of the camper and as many details about the dietary need as possible.

Feedback

Feedback is always welcome as it helps us improve our overall service. During the mid-week leaders meeting, a member of our food service staff will be in attendance to address any issues and answer any questions. Meal suggestions are always welcomed and strongly considered for the next year. If there is an immediate issue with food, please contact your Commissioner or camp director quickly and they will help resolve any problems. At the end of the week, a food service specific evaluation will be collected by the camp office.

Weekly Meals

A normal week of camp consists of seventeen (17) meals beginning with dinner on Sunday and ending with breakfast on Saturday. Stay-over units receive an additional three (3) meals. This includes a lunch and dinner on Saturday, and a brunch on Sunday.

Menu

The camp menu is designed and approved by a licensed dietitian. It is designed to meet the dietary requirements of an active Scout and Leader. The menu is posted in conspicuous locations throughout camp including the campsite bulletin board. To provide some variety for our two week campers and

staff, the menu is on a two week rotation. Calorie data is provided for each food item and for each meal. Detailed information on ingredients can be requested from the food service staff. Menu items can change over the course of the summer. All changes are approved by the reservation director.

Milk, Cereal, Bread, Peanut Butter, and Jelly

Although the food provided for each meal should be adequate for active Scouts and leaders at camp, it is necessary to provide some supplemental food for those who need it. To that end, we provide milk and cereal at each and every breakfast, and bread, peanut butter, and jelly at each lunch and dinner. In addition, we feel that milk is an important part of an active Scout's diet and will be available at every meal.

Blackhawk campers will have a cereal station set up at breakfast and a peanut butter and jelly sandwich station set up at lunch and dinner in the dining hall.

Wolverine campers can request milk, cereal, peanut butter, jelly, and bread when they do their daily food count sheet, and it will be delivered the next day with their meal.

Blackhawk Dining Hall

Meals in Blackhawk are served in the dining hall. The dining hall is the centerpiece of Camp Blackhawk and also contains the camp office. All meals in the dining hall are served family-style, and the camp has two dining sessions. This is needed to accommodate all our campers and maintain Michigan standards. Session meal times will be posted in a conspicuous place. A flag ceremony will be held between dining sessions at breakfast and dinner. Class A uniform is highly encouraged for dinner.

Waiters

Each unit is expected to provide two waiters per table for each meal. The number of tables are dependent on unit size and will be explained at the dining hall orientation as a part of check-in. Waiters are expected to arrive at the dining hall 15 minutes prior to the start of the meal. Waiters are expected to set the table and deliver the food from the kitchen area prior to the meal. After the meal, they are expected to clear the tables. It is important that the waiters are on time and prepared to meet these expectations. It is also recommended for troops to send at least one experienced Scout per table to ensure setup and cleanup punctuality.

Wednesday Dinner Service (Steak Night)

On Wednesday the dining hall will be closed for dinner service, and units will cook their steaks in their campsite. This is a great opportunity for Scouts to practice some cooking skills and for Scouts taking cooking merit badge to prepare one of their required meals. Food is ordered through your Commissioner. Steaks and sides come raw and can be picked up from the dining hall after lunch on Wednesday. Sides may come cooked if requested and be picked up from the dining hall closer to dinner time. Cooking grates will be available for check-out from your Commissioner.

High Adventure and Outpost Programs

It is important to note that High Adventure programs will be utilizing this process for early sign-up. In the past we have requested units to send in a worksheet with their requests. The online sign-up process will replace that system. However, it will be possible to supplement High Adventure and Outpost sign-ups at check-in and throughout the week. That said, many popular programs will fill up quickly and not participating in the online sign-up may deny an opportunity to your Scouts.

Individuals

The online sign-up process will require you to include the individual names of the Scouts participating. As a result, you will end up with an individual schedule for each Scout in your unit. You will have the opportunity to update and change your sign-ups throughout the time leading up to camp.

Availability

Online sign-up will be available starting March 10th and **will end two weeks prior to your arrival at camp**. All sign-ups and any subsequent changes must happen during this period. You will not be able to make any changes online after the deadline. That said, we will be flexible in accommodating any changes that may happen after that point upon your arrival at camp.

Payments

Some programs require an additional fee. We will not be collecting any money for these programs using the online system. All payments for extra programs will be made at camp, and will be a part of the settlement process described earlier in this manual.

High Adventure and Outpost Programs

Owasippe has an exciting high adventure and outpost program for Scouts of all ages. In this section are the areas and program details. It is important to note that a receipt will be issued at check-in or if any programs are signed up for after check-in. Participants must bring the PINK copy of this receipt as proof of registration and payment.

Diamond O Ranch

Nestled off Silver Creek Road, just a short distance from the Administration Center, the Diamond O Ranch provides Owasippe campers with unique experiences not always found at resident summer camps. There are many routes and trails near the corral, which are used for trail rides and for teaching merit badge. Programs offered include:

- Horsemanship Merit Badge
- Horse Trail Rides
- Wrangler Outpost

Snack Bar

Located in the Administration Center complex and home to the main trading post, the Snack Bar is a nice place to experience Owasippe. Programs Provided:

- Mountain Biking Merit Badge

Owasippe Museum

Our newly renovated Owasippe Museum with its one room school house appearance is located right off of Russell Road near the food preparation building. Inside our museum you will find over 100 years' worth of artifacts and memorabilia that act as living history to our scout camp. Program offered within our museum include:

- Scouting Heritage Merit Badge

C.O.P.E./Climbing

On the entrance road to Camp Carlen, you will find both the C.O.P.E. and Climbing program areas. The Charles Nagel C.O.P.E. Course is the reservation's Project C.O.P.E. facility. Also at the C.O.P.E. base is a 30 ft. high climbing wall known as the Chris Hill Memorial Climbing Tower. Parking is provided across from the program areas. Programs provided:

- High and Low C.O.P.E.
- Open Climbing

- Climbing Merit Badge
- Leader C.O.P.E.
- Crate Climbing & Giants Ladder Outpost

Owasippe Maintenance Building

The Owasippe Maintenance building is found between the food preparation building and Administration Center. If you need a tool, they probably have it. This includes all necessary tools, liquids, and parts to complete any automotive or maintenance issue. Programs offered:

- Woodworking Merit Badge
- Painting Merit Badge

Fossett Sailing Base at Blackhawk Aquatics

Big Blue Lake provides Owasippe not only with beauty but also a natural resource for all boating activities; whether it's wind-, human-, or gas-powered, if it's on the lake, you will find it here. Take the road into Camp Blackhawk, and park in one of the two parking lots. After that, it is a short walk past the dining hall to the lake. Programs offered:

- Small Boat Sailing Merit Badge
- Open Sailing
- Water Sports Merit Badge
- Lake Tubing
- Motor Boating Merit Badge
- Kayaking Merit Badge
- Fishing Outpost

Canoeing and Tubing Trip Programs

Discover the beauty that is often overlooked at Owasippe. Both the canoeing trips and river tubing provide opportunities to see Owasippe from a completely different perspective. The length of canoe trips varies between three or six hours. River tubing and canoe trip pick-ups vary by camp, and can be arranged through the High Adventure Director. Trips are taken down the White River.

- River Tubing
- Canoeing Outpost

Guest Lodge

The newly renovated Guest Lodge is located along the shore of Lake Wolverine, next to the popular fishing spot that is the Wolverine Dam. The Lodge is a very short driving distance for Wolverine Campers or may be a good hike for those looking to get an early start. Blackhawk campers may be required to drive. Programs Offered:

- Photography Merit Badge

- Radio Merit Badge
- STEM Scientific Explorer Program

Camp Reneker

Camp Reneker is Owasippe's family camp, located in a short trip from the Administration Center. Take Russell Road south, and turn east on Holton-Whitehall Road. Parking is provided before you reach the lodge.

- Theatre Merit Badge

Scouting Heritage Merit Badge

Intermediate

Scouting Heritage MB (HA – MTWR 3&4)

Monday through Thursday 3:30pm-5pm

Lifesaving MB 1 (BH- MW 1&2)

Monday and Wednesday 9am-12pm

Introduces scouts to the history of the Boy Scouts of America. They'll learn it all—from Scouting's beginnings under Lord Baden-Powell to the history of their own troop. In addition, scouts will learn the history of Owasippe and its role in scouting history.

Prerequisites: Requirement 5 and Requirement 6

Additional Cost:

Location: Owasippe Museum

Maximum Participants: 15

Notes: Completion of merit badge may not be guaranteed without completed prerequisites

Notes: Please make sure that every Scout taking Lifesaving MB brings a pair of jeans, a long-sleeved button-up shirt with a collar, belt, socks, and a pair of lace-up shoes (not sandals!) that can get wet. This is for Requirement #7e, 20 second

Horsemanship Merit Badge

Advanced

Horsemanship MB (HA – MTWR 1&2)

Monday through Thursday 9am-12pm

Learn basic horsemanship skills including how to tack up a horse, basic care and health, breeds, history, as well as riding skills including walk, trot, and canter.

Prerequisites: None

Additional Cost: \$25

Location: Diamond O Ranch

Maximum Participants: 10

Notes: Jeans or long pants (below the ankle) required, must wear sturdy, closed-toe/top shoes. Boots preferred, absolutely no sandals. Maximum weight: 250 lbs. Participants must be able to reach stirrups and use them actively to participate. Waiver signed by parent or guardian must be presented prior to participant attending program and is required.

Horse Trail Rides

Beginner

Horse Trail Ride 1 (HA – M 3)

Monday 2-3:30pm

Horse Trail Ride 2 (HA – M 4)

Monday 3:30-5pm

Horse Trail Ride 3 (HA – T 3)

Tuesday 2-3:30pm

Horse Trail Ride 4 (HA – T 4)

Tuesday 3:30-5pm

Horse Trail Ride 5 (HA – W 3)

Wednesday 2-3:30pm

Horse Trail Ride 6 (HA – W 4)

Wednesday 3:30-5pm

Horse Trail Ride 7 (HA – R 3)

Thursday 2-3:30pm

Horse Trail Ride 8 (HA – R 4)

Thursday 3:30-5pm

See Owasippe from a whole different angle – from the back of a horse! This program caters to everyone from participants who have never seen a horse to professional riders. Trail rides are intended to be an introduction to riding, as well as an opportunity to see parts of the camp you can only see on horseback.

Prerequisites: None

Additional Cost: \$20

Location: Diamond O Ranch

Maximum Participants: 10

Notes: Jeans or long pants (below the ankle) required, must wear sturdy, closed-toe/top shoes. Boots preferred, absolutely no sandals. Maximum weight: 250 lbs. Participants must be able to reach stirrups and use them actively to participate. Waiver signed by parent or guardian must be presented prior to participant attending program and is required. Ranch staff reserves the right to deny ride to any participant for any reason, including improper attire, behavior, or lack of waiver form.

Wrangler Outpost

Intermediate

Wrangler Outpost 1 (HA – M 5&6)

Monday, 5pm

Wrangler Outpost 2 (HA – T 5&6)

Tuesday, 5pm

Wrangler Outpost 3 (HA – W 5&6)

Wednesday, 5pm

Have you ever dreamt of being a cowboy--traveling on horseback, cooking over a fire, just your pals and the open range? How about spending a night in a teepee? Wrangler Outpost is an overnight program in which Scouts and leaders alike will be able to spend a night underneath the stars with horses. After riding to the outpost, participants will cook dinner over an open fire, play games, learn about horse history and branding, swap campfire stories, and more! Meanwhile, they'll get to experience the fellowship and camaraderie of the open range. In the morning, they'll ride back to the ranch, have breakfast, and travel on their merry way, without missing a minute of merit badge classes. So, sign up for Wrangler before this great opportunity rides off into the sunset!

Prerequisites: None

Additional Cost: \$30

Location: Diamond O Ranch

Maximum Participants: 10

Notes: Jeans or long pants (below the ankle) required, must wear sturdy, closed-toe/top shoes. Boots preferred, absolutely no sandals. Maximum weight: 250 lbs. Participants must be able to reach stirrups and use them actively to participate. Waiver signed by parent or guardian must be presented prior to participant attending program and is required. Ranch staff reserves the right to deny ride to any participant for any reason, including improper attire, behavior, or lack of waiver form. Program includes dinner and participants should be picked at 7 AM.

First Aid Merit Badge

First Aid MB 1 (WL –MW 3&4)

Monday and Wednesday, 2pm-5pm

First Aid MB 2 (WL –TR 1&2)

Tuesday and Thursday, 9am-12pm

For many years, boy Scouts have been credited for coming to the aid of people in need. Whether someone is in a life or death situation, or is merely suffering from a minor cut, knowing how to properly assist a person in need until professional care is available is an invaluable resource and skill to learn. This rigorous merit badge will show you how to act quickly and carefully should you ever come upon a situation of someone in need.

Prerequisites: None

Additional Cost: None

Location: Administration Center

Notes: Scouts will need to arrive to camp with current knowledge of all first aid requirements for Tenderfoot Rank, Second Class Rank, and First Class Rank. Scouts will also have to provide materials for the first aid kit for Requirement 2d.

Mountain Biking Merit Badge

Advanced

Mountain Biking MB
(HA – MTWR 1&2)
Monday through Thursday 9am-12pm

Looking for more excitement and greater challenges? Owasippe is home to 23 miles of single-track mountain biking trails, most following the beautiful lakeshores of Lake Wolverine. Through this merit badge scouts will gather extensive riding time over various terrain, as well as learn basic operation, care, and maintenance for mountain bikes.

Prerequisites: Must be at least 14 years old and at least 5ft. in height

Additional Cost: \$14.00

Location: Snack Bar

Maximum Participants: 10

Notes: Because of the extensiveness of the merit badge, completion is not guaranteed during the allotted time frame. It is encouraged that scouts work on requirements prior to their time at camp.

Mountain Biking Outpost

Advanced

Mountain Biking Outpost (HA – M1)
Monday, 7pm-9pm
Mountain Biking Outpost (HA – T2)
Tuesday, 7pm-9pm
Mountain Biking Outpost (HA – W3)
Wednesday, 7pm-9pm

Make the most of a two-wheel adventure by joining us in an evening of cycling some of the many miles that all the wealth of earth and heaven has to offer! Owasippe provides what is rated as one of the top 10 trail systems in Michigan and now's your chance to give a go! Mountain bikes are provided for all participants.

Prerequisites: Must be at least 14 years old and at least 5ft. in height

Additional Cost: \$8.00

Location: Snack Bar

Maximum Participants: 10

Notes: Close toed shoes necessary.

STEM Outpost

Intermediate

STEM Outpost (HA – MW 1&2)

Monday and Wednesday,

STEM Outpost (HA- TR 3+4)

Tuesday and Thursday,

Unique and seldom seen Owasippe locations will be studied requiring use of hiking, canoeing, and orienteering skills. Use an underwater robot to collect data. Work in partnership with the Michigan Department of Natural Resources. Identify plants and animals, especially rare and endangered species. Then classify, analyze, and add your data to a growing database of the Owasippe flora and fauna. Your research could be instrumental in saving a species, preserving our camp as a natural preserve, and providing crucial data about changes in the environment!

Prerequisites: Must be at least 13 years of age.

Additional Cost: \$10

Location: Guest Lodge

Maximum Participants: 15

Notes:

C.O.P.E.

Intermediate

COPE 1 HA - MW 1&2)

Monday and Wednesday, 9am-12pm

COPE 2 (HA - MW 3&4)

Monday and Wednesday, 2pm-5pm

COPE 3 (HA - TR 1&2)

Tuesday and Thursday, 9am-12pm

COPE 4 (HA - TR 3&4)

Tuesday and Thursday, 2pm-5pm

Designed to include both Low and High C.O.P.E., the program offers an opportunity to challenge your troop to develop problem solving skills, build trust with one another, and learn to work together as a team while also challenging the individual Scout to traverse a series of rope and cable elements suspended over 30 feet above the ground. The first day of C.O.P.E. will involve the elements of the Low program, with NEW elements added this summer! Our low course will prepare Scouts to meet the rigors and challenges of High C.O.P.E. The second day, supported by their group members and the staff, participants will be encouraged to confront their fears, push their own limits, and expand their comfort zones. High C.O.P.E. will give participants the challenge and thrill of a lifetime! Additionally, participants receive a t-shirt and patch for participating. New elements added to

Prerequisites: Must be 13 years old or older by September 1st, 2014.

Additional Cost: \$35 (\$20 for Pathway to Adventure Council Scouts.)

Location: C.O.P.E. Course

Maximum Participants: 24

Notes: Jeans or long pants (below the ankle) required, must wear sturdy, closed-toe/top shoes. Gym shoes preferred, absolutely no sandals.

Open Climbing

Beginner

Open Climbing 1 (HA – M 3)

Monday, 2pm-3:30pm

Open Climbing 2 (HA – M 4)

Monday, 3:30pm-5pm

Open Climbing 3 (HA – T 3)

Tuesday, 2pm-3:30pm

Open Climbing 4 (HA – T 4)

Tuesday, 3:30pm-5pm

Open Climbing 5 (HA – W 3)

Wednesday, 2pm-3:30pm

Open Climbing 6 (HA – W 4)

Wednesday, 3:30pm-5pm

Open Climbing 7 (HA – R 3)

Thursday, 2pm-3:30pm

Open Climbing 8 (HA – R 4)

Thursday, 3:30-5pm

Our 32-foot vertical tower is waiting for the adrenaline junkie to scale its many sides! Come enjoy the ever-changing themes, fun, and challenges of a climbing afternoon!

Prerequisites: None

Additional Cost: \$10

Location: Climbing Tower

Maximum Participants: 12

Notes: Participants must wear close toed shoes with a back. (No flip-flops, crocs, or sandals.)

Climbing Merit Badge

Intermediate

Climbing MB 1 (HA - MW 1&2)

Monday and Wednesday, 9am-12pm

Climbing MB 2 (HA - TR 1&2)

Tuesday and Thursday, 9am-12pm

In climbing merit badge, Scouts will learn about climbing as both a skill and a hobby. Through one-on-one tutorials, our trained staff imparts knowledge of the techniques and equipment used in modern climbing. Additionally, as they climb, Scouts will be encouraged to challenge themselves, push their limits, overcome their fears, and reach new heights of personal growth.

Prerequisites: None

Additional Cost: \$15

Location: Climbing Tower

Maximum Participants: 12

Notes: Participants must wear close toed shoes with a back. (No flip-flops, crocs, or sandals.)

Crate Climbing & Giant's Ladder

Intermediate

Crate Climbing/Giants Ladder (HA –T1)

Tuesday, 7pm-9pm

NEW summer 2015! Sign up and stop by the COPE area to experience what Crate Climbing is all about! This challenging activity involves stacking and scaling crates as high as you can. It is a unique challenge that requires a blend of concentration, balance, cooperation, communication and boldness. How high can YOU climb without the crate tower toppling over? Want an additional challenge? Grab a partner and take a spin at our Giant's Ladder. This fun and exciting element not only helps build communication skills, but shows how proper teamwork can help achieve even the tallest of obstacles!

Prerequisites: Must be at least 13 years of age and 5ft in height

Additional Cost: \$5

Location: Climbing Tower

Maximum Participants: 12

Notes: Participants must wear close toed shoes with a back. No flip-flops, crocs, or sandals.

Salesmanship Merit Badge

Intermediate

Salesmanship MB 1 (HA - MW 1+2)
Monday and Wednesday, 2pm-3:30pm
Salesmanship MB 2 (HA- TR 3+4)
Tuesday and Thursday, 2pm-3:30am
Salesmanship MB 3 (HA – MW 1+2)
Monday and Wednesday, 2pm-3:30pm

By studying salesmanship, Scouts can learn self-confidence, motivation, friendliness, and the persistence necessary to overcome obstacles and solve problems. Sales can offer a challenging and rewarding career for those who enjoy interacting with people from all walks of life.

Prerequisites: Complete Requirement 7 prior to camp

Additional Cost: None

Location: Salesmanship MB1 + MB2 will be held at your camp's trading post. Salesmanship MB3 is at Main Trading Post.

Maximum Participants: 8

Notes: None

Small Boat Sailing Merit Badge

Advanced

Small Boat Sailing MB 1 (HA - MW 1&2)
Monday and Wednesday, 9am-12pm
Small Boat Sailing MB 2 (HA - MW 1&2)
Monday and Wednesday, 2pm-5pm
Small Boat Sailing MB 3 (HA - TR 1&2)
Tuesday and Thursday, 9am-12pm

All hands on deck! Are you interested in discovering the joys of sailing? Do you yearn to feel the rush of the wind as you fly across the water? Well then, consider taking Small Boat Sailing Merit Badge! At the Fossett Sailing Base, you'll be taught the basics of small boat sailing ranging from the care of your equipment to basic navigational skills and boating laws. After that, it's on to the water, where you'll get to sail back and forth across the open expanses of Big Blue Lake in one of our sailing dinghies. Worried? Don't be! After some practice, you'll be navigating your craft with calm skill and ease. Now, put on that PFD and get out there, sailor!

Prerequisites: Swimmer Classification

Additional Cost: \$20

Location: Sailing Base at Blackhawk Aquatics

Maximum Participants: 16

Notes: Wolverine campers are required to bring their boating buddy tag to class every day.

Open Sailing

Intermediate

Open Sailing 1 (HA - M 3)

Monday, 2pm-3:30pm

Open Sailing 2 (HA - M 4)

Monday, 3:30pm-5pm

Open Sailing 3 (HA - T 3)

Tuesday, 2pm-3:30pm

Open Sailing 4 (HA - T 4)

Tuesday, 3:30pm-5pm

Open Sailing 5 (HA - W 3)

Wednesday, 2pm-3:30pm

Open Sailing 6 (HA - W 4)

Wednesday, 3:30pm-5pm

Open Sailing 7 (HA - R 3)

Thursday, 2pm-3:30pm

Open Sailing 8 (HA - R 4)

Thursday, 3:30-5pm

Angling for an opportunity to sail, but already have the merit badge? Well, search no further! Sign up for a chance to enjoy the sights and sounds of Big Blue. With the wind at your back, you'll get to admire Camp Blackhawk's breathtaking coastline. So come on by. Everyone knows the Fossett Sailing Base is the perfect way to spend some free time.

Prerequisites: Swimmer Classification. Proficiency in sailing.

Additional Cost: \$5 per person

Location: Sailing base at Blackhawk Aquatics

Maximum Participants: 20

Notes: Wolverine and Reneker campers need to bring their boat buddy tag with them.

Water Sports Merit Badge

Advanced

Water Sports MB 1 (HA - MTWR 1&2)

Monday – Thursday, 9am-12pm

Water Sports MB 2 (HA -MTWR 3&4)

Monday-Thursday, 2pm-5pm

Introduced in 2010, Water Sports Merit Badge will allow Scouts to develop their water skiing skills in a safe and fun environment. Give your Scouts the chance to experience this thrilling pastime for themselves!

Prerequisites: Swimmer Classification

Additional Cost: \$35

Location: Sailing Base at Blackhawk Aquatics

Maximum Participants: 8

Notes: Wolverine campers need to bring their boating buddy tag to class every day. This is a difficult merit badge. Scouts with little or no water skiing experience will most likely get a partial.

Lake Tubing

Intermediate

Lake Tubing 1 (HA – M 5)

Monday, 7pm-8pm

Lake Tubing 2 (HA – M 6)

Monday, 8pm-9pm

Lake Tubing 3 (HA – T 5)

Tuesday, 7pm-8pm

Lake Tubing 4 (HA – T 6)

Tuesday, 8pm-9pm

Lake Tubing 5 (HA – W 5)

Wednesday, 7pm-8pm

Lake Tubing 6 (HA – W 6)

Wednesday, 8pm-9pm

Lake Tubing 7 (HA – R 5)

Thursday, 7pm-8pm

Lake Tubing 8 (HA – R 6)

Thursday, 8pm-9pm

Take advantage of all the thrills that Big Blue has to offer! Grab a friend and enjoy being pulled behind Blackhawk's super speedboat for a few laps around the lake and a high-speed tour around Big Blue Lake!

Prerequisites: Swimmer Classification

Additional Cost: \$5

Location: Sailing Base at Blackhawk Aquatics

Maximum Participants: 11

Notes: Wolverine and Reneker campers must bring their boating buddy tag with to participate.

Motor Boating Merit Badge

Intermediate

Motor Boating MB 1 (HA - MW 1&2)

Monday and Wednesday, 9am-12pm

Motor Boating MB 2 (HA - MW 3&4)

Monday and Wednesday, 2pm-5pm

Motor Boating MB 3 (HA - TR 1&2)

Tuesday and Thursday, 9am-12pm

Motor Boating MB 4 (HA - TR 3&4)

Tuesday and Thursday, 2pm-5pm

If you ever wanted to learn how to operate a motorboat as well as the rules of the lake, this is the badge for you! Enjoy small-group tutorials on the care and maintenance of a personal watercraft, as well as the opportunity to actually drive one of Owasisippe's motorboats. Those wishing to find their inner captain should come aboard!

Prerequisites: Swimmer Classification and be 12 years of age or older.

Additional Cost: \$25

Location: Sailing Base at Blackhawk Aquatics

Maximum Participants: 10

Notes: Wolverine campers must bring their boating buddy tag to class every day.

Fishing Outpost

Beginner

Fishing Outpost 1 (HA – M 5&6)

Monday, 7pm-9pm

Fishing Outpost 2 (HA – T 5&6)

Tuesday, 7pm-9pm

Fishing Outpost 3 (HA – W 5&6)

Wednesday, 7pm-9pm

Fishing Outpost 4 (HA – R 5&6)

Thursday, 7pm-9pm

Take a guided fishing trip out on to Big Blue Lake. Bait is provided and fishing equipment can be checked out. Fishing Outpost is open to both Scouts and Leaders.

Prerequisites: Beginner Classification

Additional Cost: \$5

Location: Sailing Base at Blackhawk Aquatics

Maximum Participants: 10

Notes: Participants over the age of 16 will have to acquire a fishing license. Inquire at the camp office for more information.

Canoeing Trips

Intermediate

Canoeing Trip 1 (HA - M 1)

Monday, 2pm-5pm

Canoeing Trip 2 (HA - T 2)

Tuesday, 2pm-5pm

Canoeing Trip 3 (HA - W 3)

Wednesday, 2pm-5pm

Canoeing Trip 4 (HA - R 4)

Thursday, 2pm-5pm

Long before Owasippe was a camp, the canoe ruled the streams, rivers, and lakes of Western Michigan. Back then, with a paddle and canoe, the sights, sounds, and smells of nature were there to see, and you could explore to your heart's content. If you'd like to feel that kind of freedom again, and get out of the designated boating area, then plan a canoe trip down the White River. Trips can be scheduled for both three-hour and six-hour trips.

Prerequisites: Swimmer Classification

Additional Cost: \$15

Location: Consult camp office for pick-up and drop off locations.

Maximum Participants: 24

Notes: If interested in a six-hour canoe trip, troops should sign up for two back-to-back three-hour time blocks. Troops are responsible for providing all required supervision, including one leader with both Swimming and Water Rescue and Paddle Craft Safety per 10 participants. A trained staff lifeguard can accompany your troop, but at an extra cost. Please give at least 48 hr. advanced notice to High Adventure Director if interested.

River Tubing

Intermediate

River Tubing 1 (HA - M 1)

Monday, 2pm-5pm

River Tubing 2 (HA - T 2)

Tuesday, 2pm-5pm

River Tubing 3 (HA - W 3)

Wednesday, 2pm-5pm

River Tubing 4 (HA - R 4)

Thursday, 2pm-5pm

Though camp life is a blast, sometimes you need a chance to recoup your energy. Well, if you find yourself in need of a break from the hustle and bustle of camp, look no further: High Adventure has you covered. During your stay at camp, you can sign up your troop for a nice relaxing tubing trip down the White River. Sit back in the summer sun and take a chance to enjoy nature's beauty and wonder. Tubing provides some time off your feet, and an opportunity to just drift along.

Prerequisites: Swimmer Classification

Additional Cost: \$15

Location: Consult camp office for pick-up and drop-off locations.

Maximum Participants: 20

Notes: Wear closed-toe footwear.

Saturday (Weekend) Canoe Trip

Intermediate

Saturday (Weekend) Canoe Trip

By Appointment

Stayover troops are offered a unique opportunity for their extra time at Owassippe. Trailers packed with canoes, paddles, and PFDs would be waiting for your troop to begin an excursion down the White River. Saturday trips are flexible and can begin or end when your troop decides. These trips can even include an overnight on the river. Interested troops should contact the High Adventure Director during Sunday check-in to arrange a trip or get more information.

Prerequisites: Swimmer Classification

Additional Cost: \$10 per canoe

Location: Consult camp office for pick-up and drop off locations.

Maximum Participants: 30

Notes: Damage and/or loss of equipment fees may be assessed. Troops are responsible for providing all required supervision, including one leader with both Swimming and Water Rescue and Paddle Craft Safety per 10 participants.

Photography Merit Badge

Intermediate

Photography MB 1 (HA - MW 1&2)
Monday and Wednesday, 9am-12pm
Photography MB 2 (HA - TR 1&2)
Tuesday and Thursday, 9am-12pm

Scouts will receive instruction on camera use and picture composition and then embark on a journey where they will attempt to capture the perfect photograph. Using digital photography techniques, scouts will get an introduction to the world of the modern, technical photographer.

Prerequisites: None
Additional Cost: \$25
Location: Guest Lodge near Wolverine Dam
Maximum Participants: 12

Notes: Color prints can be taken but cannot be developed at camp, and may not count for the badge.

Radio Merit Badge

Intermediate

Radio MB 1 (HA - MW 3&4)
Monday and Wednesday, 2pm-5pm
Radio MB 2 (HA - TR 3&4)
Tuesday and Thursday, 2pm-5pm

Radio is a way to send information, or communications, from one place to another. Broadcasting includes both one-way radio (a person hears the information but can't reply) as well as two-way radio (where the same person can both receive and send messages).

Prerequisites: None
Additional Cost: \$25
Location: Guest Lodge near Wolverine Dam
Maximum Participants: 12

Notes: Scouts will not receive their radio license from this program.

Theatre Merit Badge

Advanced

Theatre MB (HA – MTWR 3&4)

Monday – Thursday, 2pm – 5pm

Looking for a merit badge to showcase your acting skills? Or, do you have an interest in the “behind the scenes” of theatre production? Theatre Merit Badge offers Scouts an opportunity to do both, as well as exposure to writing, directing, and even trying your hand at theatre make-up and costuming! Located at Camp Reneker, Owasippe’s Family Camp, Scouts will complete their merit badge requirements throughout the week, resulting in a showcase at the end of the week for the Scouting families!

Prerequisites: None

Additional Cost: \$15

Location: Reneker Tent

Maximum Participants: 12

Notes: Participants will be required to participate in a Friday Morning Performance to complete the merit badge. This will start at 9am and conclude by 12noon.